ASTROSMASH™

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3605-4289-G1

MATTEL ELECTRONICS

INTELLIVISION Intelligent Television

ASTROSMASH™

PLAYING INSTRUCTION UPDATE

ASTROSMASH can be played at any of 4 skill levels.

When you see the game title:

Press [HYPER SPACE] to play at the easiest level.

Press [SINGLE SHOT] to play at Level 2.

Press [AUTO FIRE] to play at Level 3.

Press [DISC] to play at the top level.

Game speed increases at each higher level.

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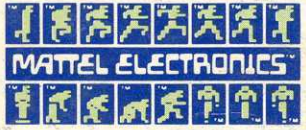
3605-0360

MATTEL ELECTRONICS®

INTELLIVISION™ Intelligent Television



Other electronic games
available from Mattel Electronics.
Look for them!

MATTEL ELECTRONICS®

INTELLIVISION™ Intelligent Television

CARTRIDGE INSTRUCTIONS
(FOR 1 PLAYER)

ASTROSMASH™

FOR COLOR TV VIEWING ONLY

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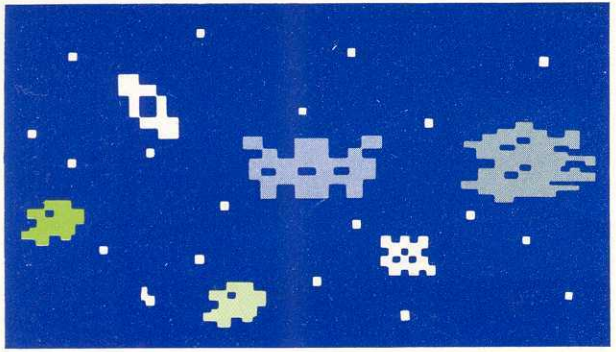
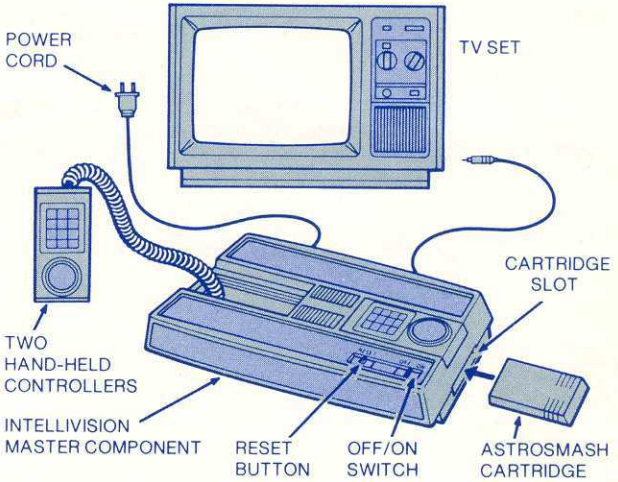


The sky IS falling! Chicken Little was right! You're the laser battery Commander and HERE THEY COME!...an attack of multicolored meteors with an occasional spinning bomb that will blow up one of your guns if you let it land, AND — to really make life interesting, some guided missiles and an Attack UFO! As your score goes higher, so does the excitement!

OBJECT OF THE GAME

To hit as many meteors, bombs, missiles and flying saucers as possible, without being hit yourself. As your score grows higher, the game speeds up and gives you more challenge. Take turns with your friends to see who can get the highest "peak score"!

CHECK YOUR EQUIPMENT

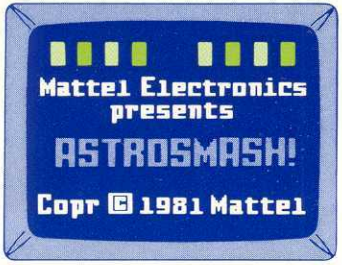


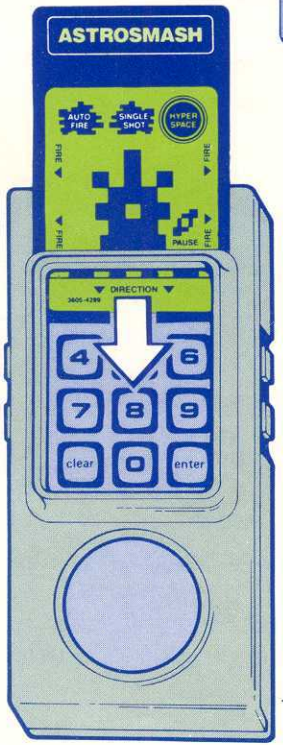
MAKE SURE:

- MASTER COMPONENT is connected to TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at GAME.
- TV SET is plugged in and properly adjusted.
- ASTROSMASH CARTRIDGE is placed in slot, firmly engaged.
- OFF/ON SWITCH is turned ON.

PRESS RESET BUTTON

Title will appear on TV screen:





HAND CONTROLLER

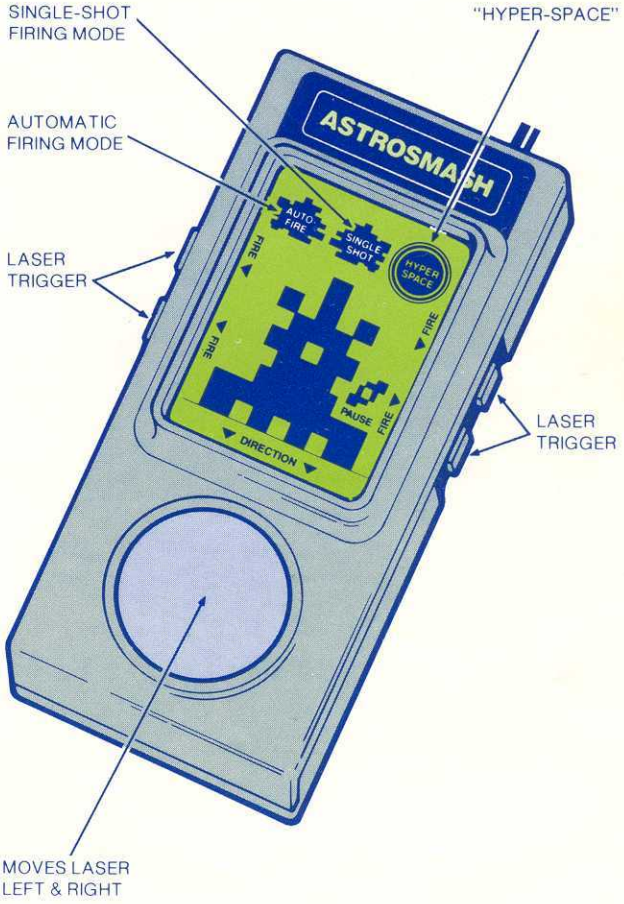
ADD OVERLAYS

Find the ASTROSMASH™ key-pad overlay in the cartridge package with this booklet.

Remove Hand Controller from the console.

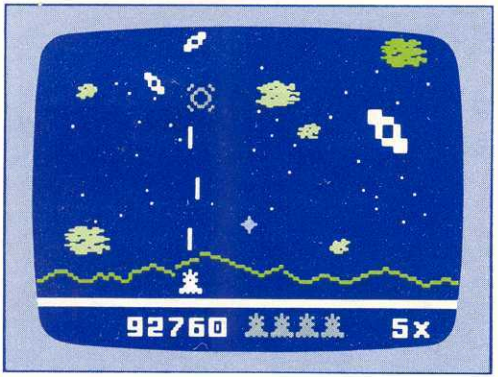
Insert overlay into the Hand Controller. Make sure the overlay fits tight and is all the way in. The overlay will be your visual guide to the ASTROSMASH game.

EXAMINE YOUR CONTROLS

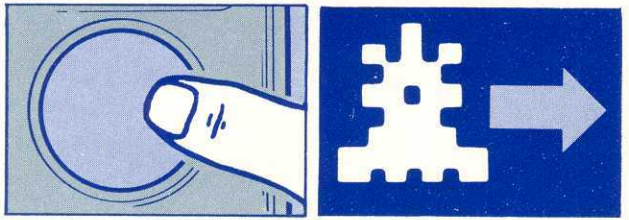


GET READY!

WHEN YOU SEE THE GAME TITLE, PRESS DISC OR ANY KEY ON EITHER HAND CONTROLLER.



1. Move your active laser gun left and right by pressing those sides of the Disc.



2. When you are under a falling rock or other object, FIRE by pressing any action button (or press AUTO FIRE and the computer will shoot 3 times each second for you). For rapid fire, use SINGLE SHOT mode, keep depressing a FIRE button and tap the Disc.

3. Hit as many rocks as you can — every one that lands reduces your score.

4. Be **sure** to hit every white "spinner"! Try to hit or avoid guided missiles and attacking UFOs (which appear when your score is over 20,000 points)!

5. Every time your peak score goes up another 1,000 points, you get another laser gun in your arsenal.

6. Scoring formula:

Your score goes *UP* when you hit...

LEVEL	BIG ROCK	SMALL ROCK	BIG SPINNER	SMALL SPINNER	GUIDED MISSILE	UFO
1x	10	20	40	80	50	—
2x	20	40	80	160	100	—
3x	30	60	120	240	150	—
4x	40	80	160	320	200	400
5x	50	100	200	400	250	500
6x	60	120	240	480	300	600

Your score goes *DOWN* when...

LEVEL	BIG ROCK LANDS	SMALL ROCK LANDS	YOUR GUN IS HIT, OR A SPINNER LANDS
1x	– 5	–10	–100
2x	–10	–20	–200
3x	–15	–30	–300
4x	–20	–40	–400
5x	–25	–50	–500
6x	–30	–60	–600

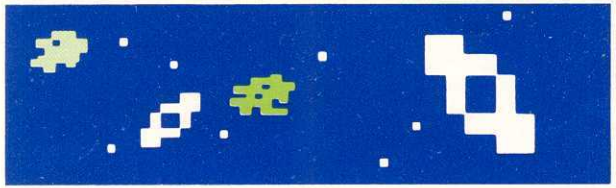
Scoring level changes:

LEVEL	BACKGROUND COLOR	SCORE RANGE
1x	Black	up to 999
2x	Blue	1,000-4,999
3x	Purple	5,000-19,999
4x	Turquoise	20,000-49,999
5x	Gray	50,000-99,999
6x	Black	100,000 and over

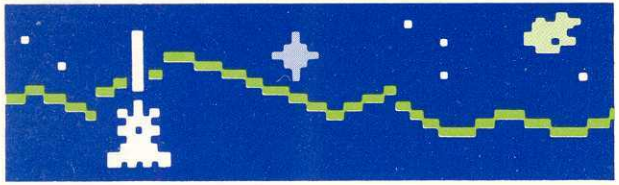
NOTE: EVERYTHING SPEEDS UP AND YOU HAVE MORE TARGETS AND ATTACKERS, MOVING FASTER, AT THE HIGHER SCORES — ESPECIALLY WHEN THE TOTAL PASSES 100,000, 200,000, 500,000 AND ONE MILLION POINTS!

7. When you hit a rock and it splits in two, try to hit both of those fragments: they each give you twice as many points as the original big rock!

8. Whenever you see a white object, concentrate on avoiding it or shooting it down...



• *White spinners (big and small)* — Be sure to hit every one you can — if one lands, you lose a laser gun (when you lose them all, the game is over).



• *Pulsating guided missiles* — will seek out your active laser gun and blow it up on impact! If you can, get directly under a GM while it is correcting course, and **shoot it!** If the missile gets to the ground, sometimes it will home in on your laser, flying horizontally. If this happens, your only chance of escape is to go into HYPER SPACE! (move instantly to another place). When you press HYPER SPACE your laser will immediately move to the left or right a random distance determined by the computer. The guided missile will attempt to follow you there, and you might have to go into HYPER SPACE more than once — and risk finding yourself under a falling rock!

• *Attack UFOs* — appear occasionally when your score is over 20,000 points. They sweep across the screen, aiming huge bombs at your active laser gun. The bombs fall slowly enough for you to move out of the way. Keep moving! Try to get directly beneath the UFO and shoot it down!

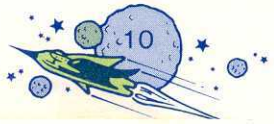
9. Do not shoot at falling rocks that are very close to your active laser, as the explosion may produce shrapnel and blow up your gun.

10. When you get good at ASTROSMASH, the game can go on for some time. If you want a break in the action, remember the "Interrupt Code" (press both yellow spots on the overlay at the same time).

Restart by pressing either Disc.

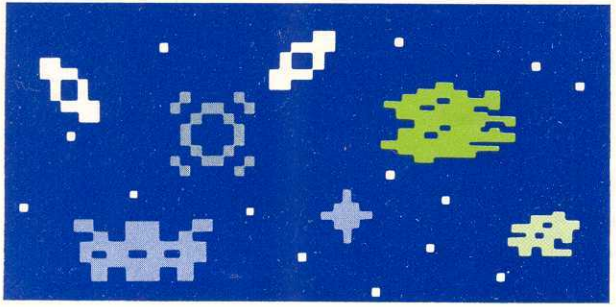
RECORD BOOK

NAME	SCORE
Bought 3/19/82	
22845 13	
25440	
41685	
502895 106	



RECORD BOOK

NAME	SCORE



90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanshp for 90 days from the date of purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid, to:

Mattel Electronics Repair Center
5000 W. 147th. Street
Hawthorne, California 90250

for repair or replacement. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.

HOW TO ORDER YOUR REPLACEMENT OVERLAYS

NOTE: SEPARATE CARTRIDGES ARE NEEDED FOR THE PROGRAMS LISTED BELOW.

Complete the order form below and mail it with your check or money order for $1.25 per set of 2 overlays. California residents add 6% sales tax. Address check or money order to Mattel Electronics, Box 2350, Hollywood, Ca 90025. Allow 4-6 weeks for delivery. Offer subject to availability.

Mark quantity ordered

LAS VEGAS ROULETTE	1118-4289 ___ sets	BASKETBALL	2615-4289 ___ sets
ELECTRIC CO. MATH FUN	2613-4289 ___ sets	HOCKEY	1114-4289 ___ sets
ELECTRIC CO. WORD FUN	1122-4289 ___ sets	BACKGAMMON	1119-4289 ___ sets
FOOTBALL	2610-4289 ___ sets	LAS VEGAS POKER & BLACKJACK	2611-4289 ___ sets
HORSE RACING	1123-4289 ___ sets	ARMOR BATTLE	1121-4289 ___ sets
CHECKERS	1120-4289 ___ sets	BASEBALL	2614-4289 ___ sets
AUTO RACING	1113-4289 ___ sets	SPACE BATLE	2612-4289 ___ sets
SEA BATTLE	1818-4289 ___ sets	BOXING	1819-4289 ___ sets
SKIING	1817-4289 ___ sets	SPACE ARMADA	3759-4289 ___ sets
TENNIS	1814-4289 ___ sets	ASTROSMASH	3605-4289 ___ sets
GOLF	1816-4289 ___ sets		

Amount enclosed _____ **Total sets ordered** _____

Your name _____

Address _____

City _____ State _____ Zip Code _____